Windcrag Siege



Enchantment

As this enchantment enters, choose Mardu or Jeskai.

- Mardu — If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
- Jeskai — At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn.

R 0235
TDM ★ EN ▶ Néstor Ossandón Leal

™ & © 2025 Wizards of the Coast

Windcrag Siege

Enchantment

As this enchantment enters, choose Mardu or Jeskai.

- Mardu — If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
- Jeskai — At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn.

R 0235
TDM ★ EN ▶ Néstor Ossandón Leal

™ & © 2025 Wizards of the Coast

Windcrag Siege

Enchantment

As this enchantment enters, choose Mardu or Jeskai.

- Mardu — If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
- Jeskai — At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn.

R 0235
TDM ★ EN ▶ Néstor Ossandón Leal

™ & © 2025 Wizards of the Coast

Windcrag Siege

Enchantment

As this enchantment enters, choose Mardu or Jeskai.

- Mardu — If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
- Jeskai — At the beginning of your upkeep, create a 1/1 red Goblin creature token. It gains lifelink and haste until end of turn.

R 0235
TDM ★ EN ▶ Néstor Ossandón Leal

™ & © 2025 Wizards of the Coast